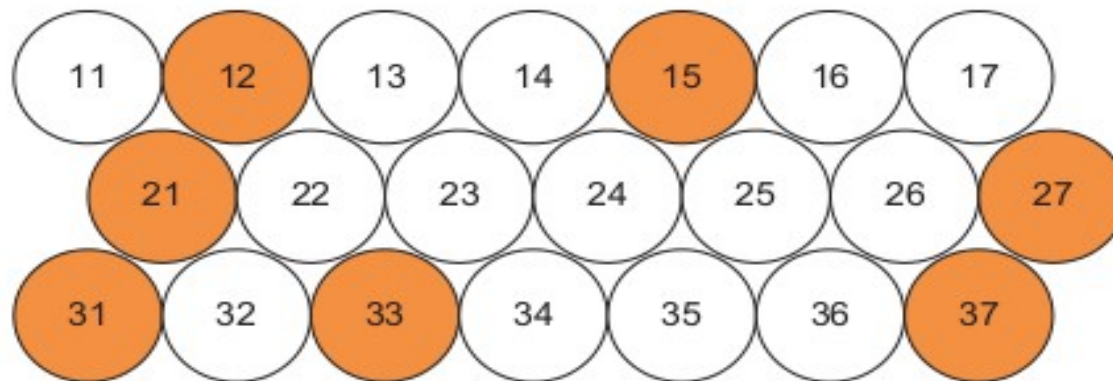
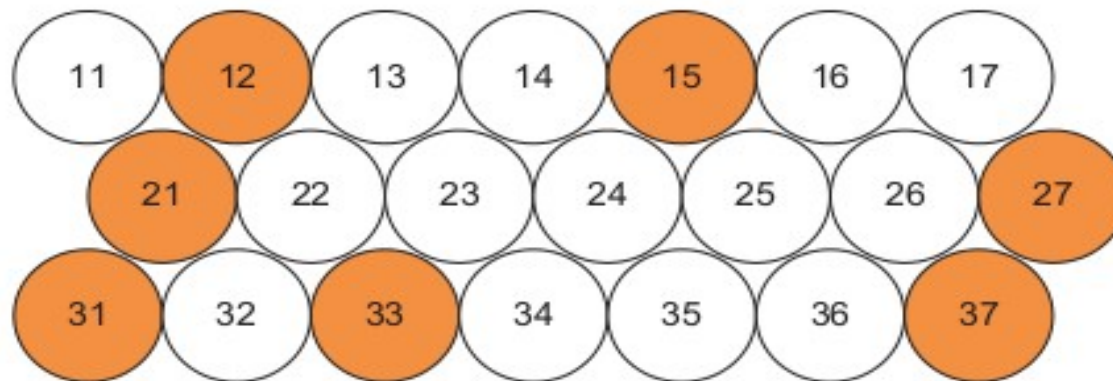


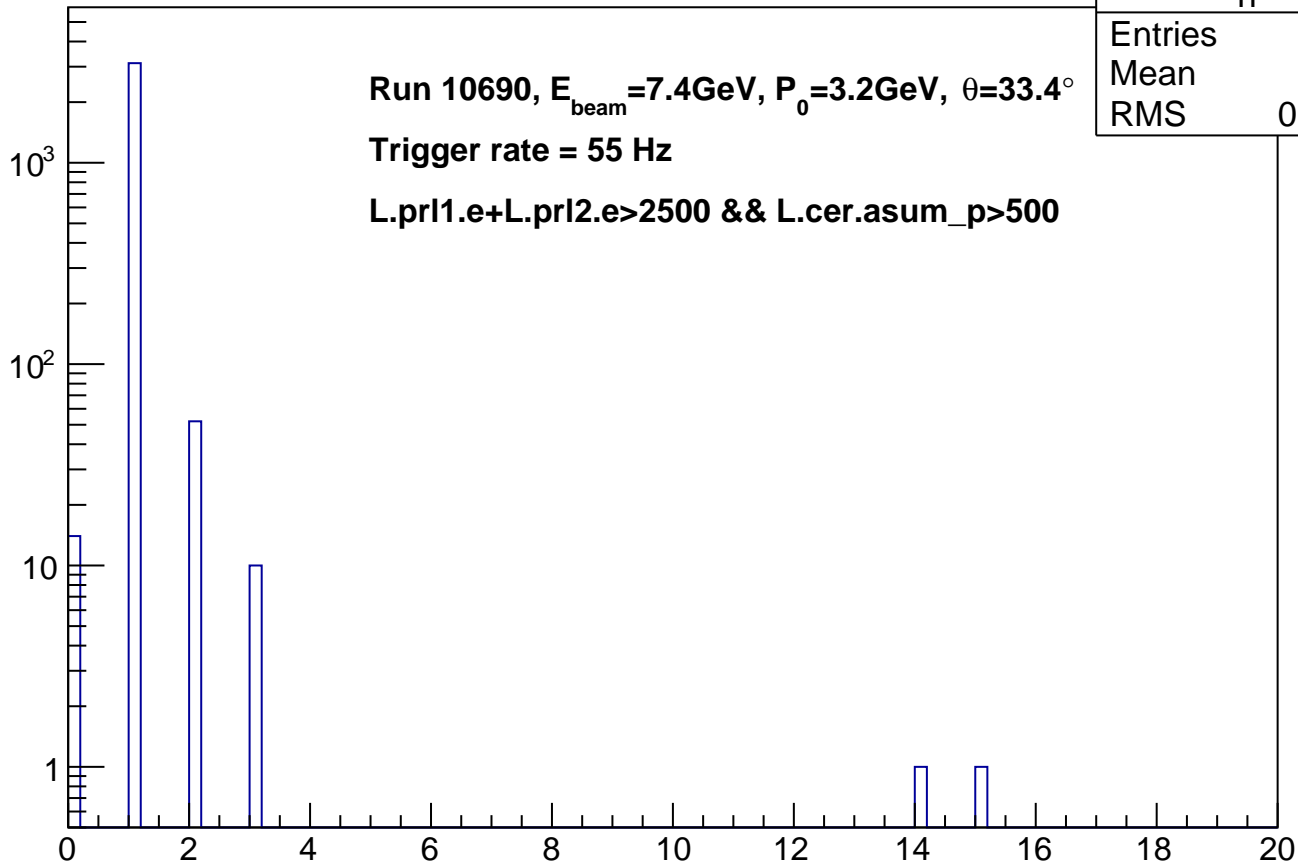
- Hit clusters are formed in U planes and V planes separately
- Each cluster contains at least one hit in total, and at most one hit from each U or V plane
- One hit might be included in different clusters



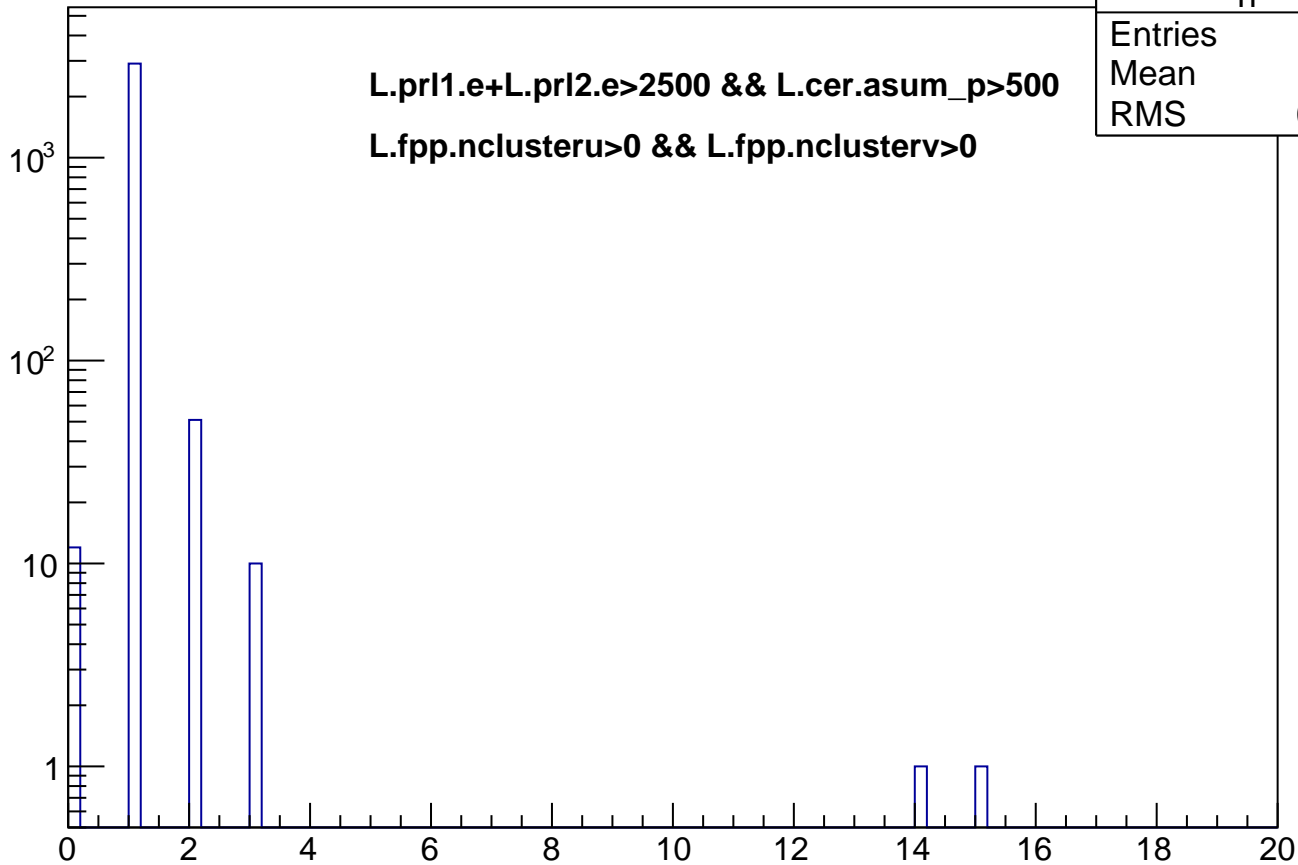
- Search starts from one hit in plane 1 and then look for adjacent straws fired in second plane
  - Adjacent hit found in second plane → include in cluster
  - Not found → continue search in third plane
- After looping over all hits in first plane, move on to second plane and loop over unused hit in this plane
- Finally go to third plane and unused hit in this plane form a cluster by itself



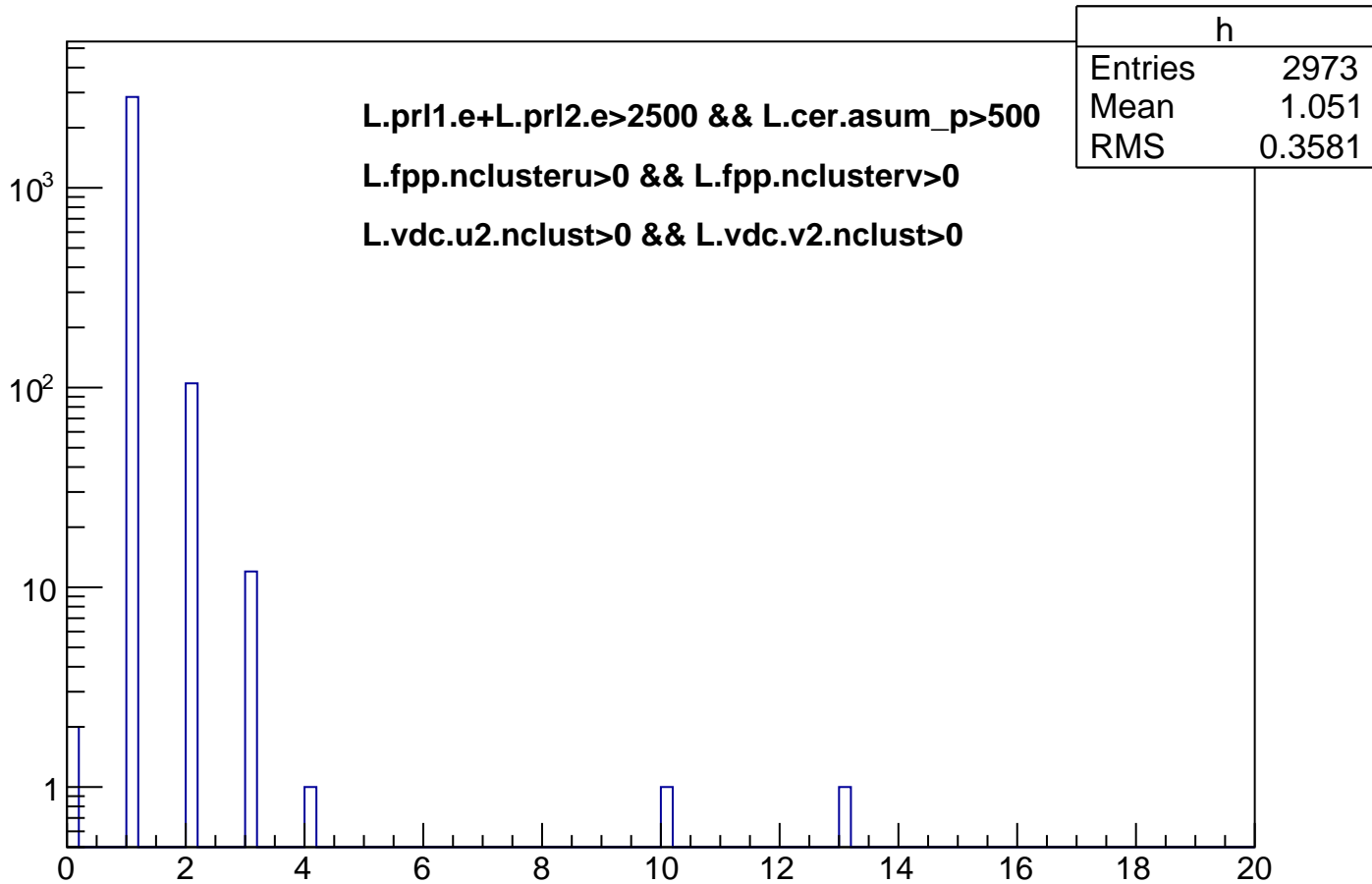
# Track # in vdc with PID cut



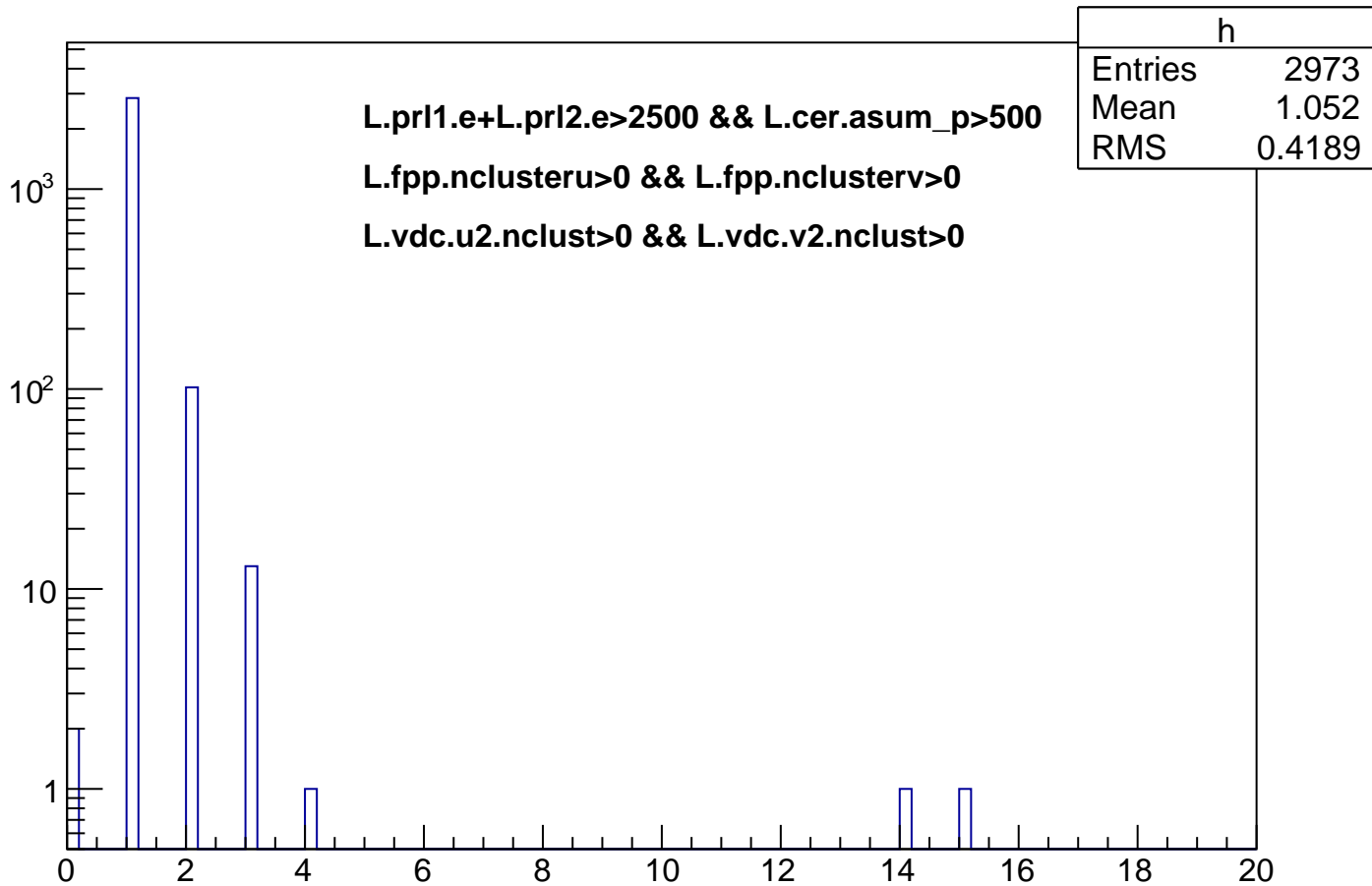
# Track # in vdc with PID cut and requiring hit in Fpp



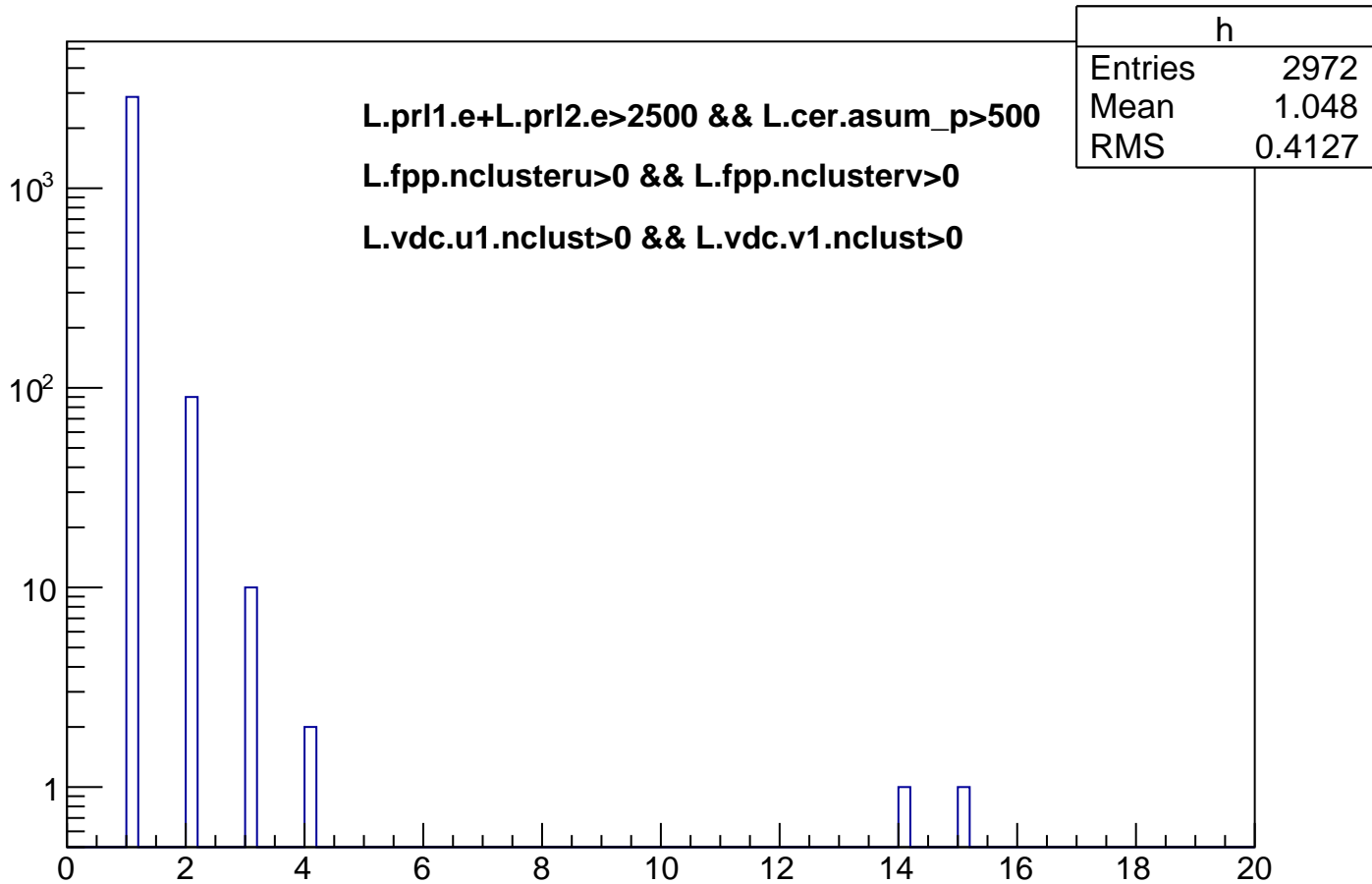
# of clusters in vdc u1 plane with PID cut and requiring hit in vdc2 and Fpp



# of clusters in vdc v1 plane with PID cut and requiring hit in vdc2 and Fpp



# of clusters in vdc u2 plane with PID cut and requiring hit in vdc1 and Fpp



# of clusters in vdc v2 plane with PID cut and requiring hit in vdc1 and Fpp

